



How TSB decides strength of CPU opponent?

By CMigs, July 23, 2006 in [Hacking Documentation](#)

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CMigs

Starter



Members

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111 posts

Posted July 23, 2006

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Something I've always wondered:

As someone who usually plays the CPU, I loathe the early season games in which the CPU plays at the level of a brain dead rat and a MAN can run off 60-0 without trying. Two questions regarding ways to avoid this:

- 1) Is there a way to edit the rom up the level of CPU crack?
- 2) What happens if you sim a season to the middle and take a team with an undefeated record?

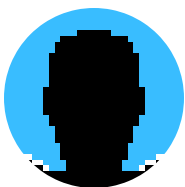
I know that the rom gets harder as the season goes on. It also seems that the quality of the CPU is in part based on the MAN team's record. However, is that based on the team's record, or the player's record? If you pick up a team that is 8-0 at midseason, will the CPU be hard, reading an 8-0 team, or easy, reading a 0-0 player?

[+ Quote](#) 1

Tunnelrunner reacted to this

Nameless Loser

Tecmo Legend



Posted November 26, 2006

[Report post](#)

Taking a team midseason will be just as hard as if you ran it up, provided they are unbeaten, of course.

[+ Quote](#)

Members

+ 77

1,336 posts

Location: Washington, DC

Randy Moss

Starter



Members

+ 1

242 posts

Posted November 26, 2006

Report post

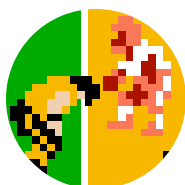
I'm pretty sure there's a way to level up the CPU coming out of the gates. Someone has posted the crack code locations on here before, but I'm not sure there was a detailed explanation of what does what. Would be interesting to mess with though.

Quote



snatches

Tecmo Super Champion



Members

0

759 posts

Location: NC

Posted November 27, 2006

Report post

If anyone knows where that is let me know, as it would be awesome for CIA. It's a coaching league where we have both MAN and CPU controlled teams. Because the Week 1 CPU isn't as hard to beat as playing the same team in pre-season, all of our games played against CPU-controlled teams are played in pre-season. The problem with this is that there are no injuries when playing in pre-season, which I would like to be a possibility in every game that is played, not just the MANvMAN ones.

Quote



I can't condone that type of conduct... but fortunately I do have some singles.

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted November 27, 2006

Report post

snatches said:

If anyone knows where that is let me know, as it would be awesome for CIA. It's a coaching league where we have both MAN and CPU controlled teams. Because the Week 1 CPU isn't as hard to beat as playing the same team in pre-season, all of our games played against CPU-controlled teams are played in pre-season.

Computer Juice: x1DF10 to x1DF65

Hex Boost Order: Defensive Speed, Offensive Speed, Interception, Pass Control, Reception
Each level is decided by the team's Win/Loss Record with each win raising the level of juice. A team with 0 wins and 0 losses is the first set of numbers (also the preseason juice). A team with 1 win and 0 losses plays against the same juice as a team with 6 wins and 5

losses (the second set of numbers). Any team with 16 or more wins will play vs the final set of computer juice.

From what I could tell, the first set of numbers also affects some things like return speed for the MAN players and the like.

+ Quote



BO FB Offtackle Left

Tecmo Legend
●●●●●●



Members
+ 253

3,135 posts

Location: New York

Posted November 27, 2006

Report post

so if you change all sets to the same as the last set, then every week will be like you have a 16-0 record, starting from week 1? Does this include the Pro Bowl?

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

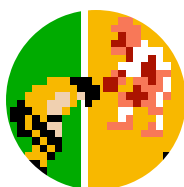
- Kenny Stabler



snatches

Tecmo Super Champion

●●●●●



Members

● 0

759 posts

Location: NC

Posted November 27, 2006

Report post

so if we have this in the ROM:

0001df10h: 00 01 00 00 00 01 02 01 01 01 01 02 01 02 02 01

0001df20h: 02 01 03 02 02 02 02 03 03 02 02 02 04 03 02 02

0001df30h: 02 04 04 02 02 02 05 04 02 02 03 05 05 02 02 03

0001df40h: 06 05 02 02 04 06 06 03 02 04 07 06 03 03 04 07

0001df50h: 07 03 03 05 08 07 03 03 05 08 08 03 03 05 09 08

0001df60h: 03 04 06 09 09

You're saying that the data in Red is what the teams use for Pre-Season data? I'm wondering if that's correct. The data in Red seems to be the lowest set of values, and I swear that Week 1 teams don't play as well as they do in pre-season. Is it possible that the green or blue collections are what are used in pre-season?

+ Quote



I can't condone that type of conduct... but fortunately I do have some singles.



BO FB Offtackle Left

Tecmo Legend

Posted November 27, 2006

Report post

Week 1 and preseason are the same.



Members

+ 253

3,135 posts

Location: New York



Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted November 27, 2006

Report post

snatches said:

so if we have this in the ROM:

0001df10h: 00 01 00 00 00 01 02 01 01 01 01 02 01 02 02 01

0001df20h: 02 01 03 02 02 02 02 03 03 02 02 02 04 03 02 02

0001df30h: 02 04 04 02 02 02 05 04 02 02 03 05 05 02 02 03

0001df40h: 06 05 02 02 04 06 06 03 02 04 07 06 03 03 04 07

0001df50h: 07 03 03 05 08 07 03 03 05 08 08 03 03 05 09 08

0001df60h: 03 04 06 09 09

The ones in red are definitely Preseason, Pro-Bowl, and Week 1. The ones in green are 1 win and the ones in blue 2 wins.

If you change all the values to 03 04 06 09 09 the computer will play like you are 16-0 every time that you play.

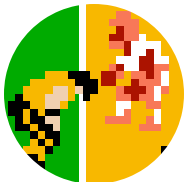


Quote



snatches

Tecmo Super Champion



Members

0

759 posts

Location: NC

Posted November 27, 2006

Report post

I'm really going to have to do some testing to prove this to myself. I doubt one could really tell the difference if they are playing MAN against SF CPU in Week 1 or pre-season. Either way, you'll torch them.

But play those games in COA mode and I think you will see a difference, or at least that's what I'd like to prove.

No disrespect jstout, I'm just hung-up on this. How do you KNOW that the same values are used for both pre-season and week 1? Are you using a program that sniffs which values are loaded at gametime?

This brings up another question: Does the CPU go back and adjust these values during the game to enforce the "comeback" rule if you are crushing the computer? Is it just more likely that this occurs if playing in pre-season, making it seem more difficult to beat the CPU if the comeback rule just isn't applied during week 1 match-ups?



Quote

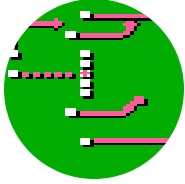


I can't condone that type of conduct... but fortunately I do have some singles.



BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted November 27, 2006

Report post

The same exact sequence starts at [0x2699a](#) in the TSB1 Snes ROM.
So it looks like we can modify the JUICE in TSB1 (snes) also.

+ Quote



CMigs

Starter



Members

+ 2

111 posts

Posted November 27, 2006

Report post

Glad to see this got picked up.
For people who play the CPU, it'd be awesome to have the CPU at top juice all the time - the first weeks of the season are fairly boring for someone good at the game. It might also mean that I wouldn't be required to play with shitty teams for a challenge.
This might actually inspire me to learn some hex to do this for myself if no one releases a juiced rom.

+ Quote



Randy Moss

Starter



Members

+ 1

242 posts

Posted November 27, 2006

Report post

Wow, this is great info Jstout.
Especially with the way the juice data is broken up into different categories. This means that I can change my rom so that the CPU doesn't become almost impossible to intercept in the later weeks -- one of the things I was trying to address through player ratings.

+ Quote



snatches

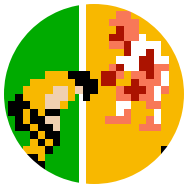
Tecmo Super Champion



Posted November 28, 2006

Report post

Just wanted to post my conversation with jstout just in case anyone else was following this.
jstout, post your results when you get a chance!



Members

0

759 posts

Location: NC

(5:19:50 PM) snatches1: thanks for that cpu juice info, that is going to be very helpful for my league

(5:20:08 PM) Jlstout123: No problem. I've had that info for a long time

(5:21:29 PM) snatches1: i'm not convinced that preseason = week 1 values though

(5:22:41 PM) Jlstout123: I was getting ready to answer your question at the board. The FCEUXD emulator that came out a while back has saved me a lot of time for testing stuff. The emulator can be set to highlight and show which bytes are used. So I do know exactly which ones are get loaded.

(5:23:46 PM) snatches1: i figured you would say that, which just confuses me. I just have this gut feeling that it is more difficult to defeat the cpu in pre-season than in week 1

(5:24:34 PM) Jlstout123: I don't think so. I've never had a problem with destroying the CPU during preseason

(5:25:01 PM) snatches1: I would hope not 😊

(5:25:17 PM) snatches1: remember, my comments all come from a COA perspective

(5:25:53 PM) Jlstout123: Ok, you want me to load up a COA in preseason and week 1 and see what loads?

(5:26:17 PM) snatches1: I'd love for you to, actually

(5:26:35 PM) Jlstout123: Ok. I'll load up a game and do a few plays then test the next one

(5:26:49 PM) snatches1: i probably need to get my hands on FCEUXD as well

(5:27:31 PM) Jlstout123: Yeah, 2 versions are out there at the moment. The original and the SP version which added some features to the debugger

(5:31:54 PM) snatches1: hey, I gotta run. if you would, just IM me your results or post them on the forum. I'm sure everyone would be interested in the results.

+ Quote



I can't condone that type of conduct... but fortunately I do have some singles.



BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted November 28, 2006

Report post

✓ CMigs said:

Glad to see this got picked up.

For people who play the CPU, it'd be awesome to have the CPU at top juice all the time - the first weeks of the season are fairly boring for someone good at the game. It might also mean that I wouldn't be required to play with shitty teams for a challenge. This might actually inspire me to learn some hex to do this for myself if no one releases a juiced rom.

If that is the only change you make to the original rom it would take about 2 minutes to do. I'll upload it when I get home later if no one else does by then.

A better idea would be for someone to create an IPS patch. Then you can easily juice any rom that you want. I'm not sure how to do that yet. Anyone want to do this?

+ Quote



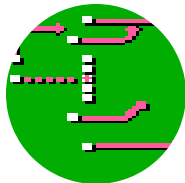
"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted November 28, 2006

Report post

I'll be adding a 'Juice' option in the next version of TSBTool, along with playbook support, offensive formation support, support for cxrom's 30 team ROM and a much better GUI.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 28, 2006

Report post

Yeah, this is very good stuff for season players. It is nice that the AI juice is broken into categories.

OT - Do you think that the original TSB programmers had in mind that we would be breaking down this (greatest) game to such depths? I think it's strange that the best players in original TSB aren't even "maxed out" according to the internal rating system - like it was left open for...
peace

+ Quote

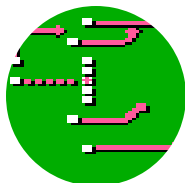


"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind."

[link to change one's signature](#)

BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted November 29, 2006

Report post

Has anybody experieented with values other than what's already in the ROM ?
Like anyone tried something like [03 05 06 09 0B](#) ?
In order to see if you could make it even more difficult.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 29, 2006

Report post

Oh NO! Not more BS receptions!!! So with 0B as receptions can the CPU catch the ball with 5 people covering the WR?
But yes, higher values will work - I didn't go above 0F - but anyways, the CPU is fuxxing crazy fast. It's pretty funny to see.

BAD_AL wrote:

Like anyone tried something like 03 05 06 09 0B ?

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted December 2, 2006

Report post

Can someone come up with a "juice" IPS patch for people?

+ Quote Edit Options



Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

snatches

Tecmo Super Champion

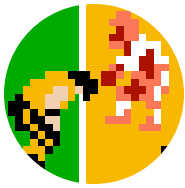


Posted December 2, 2006

Report post

✓ buck said:

But yes, higher values will work - I didn't go above 0F - but anyways, the CPU is fuxxing crazy fast. It's pretty funny to see.



Members

0

759 posts

Location: NC

I also did some testing and can confirm that all 0F's makes the CPU impossible to beat. They tackled me in the endzone on a kickoff for a safety, if that paints the picture for you. Unfortunately, I was disappointed to find out that the same effect does not occur when you play as COA vs. CPU. I played quite a few games in both Preseason and Season to see if there was a difference in the difficulty. I won some and lost some in both modes, leaving me wondering if there is any difference at all b/w the two play modes. More importantly, the way the CPU played was identical to the way they played before I set the initial "juice" variables to all 0F's.

I was really hoping there was a global way of juicing the CPU while playing as COA, but no dice.

I also downloaded that FCEXU emulator and tried to use the trace logger to see if any data from the addresses listed above was accessed in any way during COA mode. I'm not sure if I had it working properly, but after searching the trace log file that was created I did not see that those CPU "juice" values were accessed in any way.

+ Quote



I can't condone that type of conduct... but fortunately I do have some singles.



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted December 2, 2006

Report post

snatches said:

buck said:

I also downloaded that FCEXU emulator and tried to use the trace logger to see if any data from the addresses listed above was accessed in any way during COA mode.

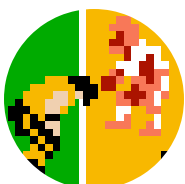
use the debugger and set a break point on reads, rather than sifting through a trace log.

+ Quote



snatches

Tecmo Super Champion



Members

0

759 posts

Location: NC

Posted December 3, 2006

Report post

cxrom said:

use the debugger and set a break point on reads, rather than sifting through a trace log.

I tried that, but the "to" and "from" address fields will only allow 4-chars, and the juice data is located from x1df10 to x1df64.

Am I missing something here? Can you use the condition field somehow to stop when accessing these locations?

+ Quote

I can't condone that type of conduct... but fortunately I do have some singles.



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted December 3, 2006

Report post

the nes only has a 16-bit address bus so it can only access \$0000 - \$FFFF. you need to adjust that address in the *.nes file for where it would be loaded in NES-rom. there are 4 banks:

\$8000 - \$9FFF

\$A000 - \$BFFF

\$C000 - \$DFFF

\$E000 - \$FFFF

the conditional field is used to have the breakpoint fire in certain situations:

A == #1

\$8A != #0

(A == #1) && (\$8A != #0)

1. fires the breakpoint only when the accumulator is one
2. only when mem location \$8A doesn't equal zero
3. only fires when both conditions are met



Quote



Denny

Veteran



Members

+ 4

439 posts

Posted January 9, 2007

Report post

SBlueman said:

Can someone come up with a "juice" IPS patch for people?

Yeah i would also like to see an IPS patch. Also, has any more testing been done for COA vs. COM play? I'd like to know if editing these values has an impact on those types of games as well.



Quote



1

2

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Page 1 of 2



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SBlueman

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How TSB decides strength of CPU opponent?

By CMigs, July 23, 2006 in Hacking Documentation

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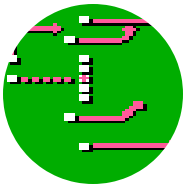
<<

[PREV](#)[1](#)[2](#)

Page 2 of 2

BAD_AL

Tecmo Super Champion



Members

54

546 posts

Posted January 9, 2007

[Report post](#)

Denny,

If you'd like, you can use the newest TSBTool beta [here](#) to Juice up a ROM.

Just open a Rom with TSBTool and use some code like the following:

The folling line will make the computer play like you are undefeated in week 17 every week.

```
JUICE(ALL,17)
```

The following line will make the computer play you like you are Undefeated in week 17 (for week 1).

```
JUICE(1,17)
```

[Quote](#)**amrush**

Promising Rookie



Members

0

97 posts

Posted January 10, 2007

[Report post](#) **jstout said:** **snatches said:**

If anyone knows where that is let me know, as it would be awesome for CIA. It's a coaching league where we have both MAN and CPU controlled teams. Because the Week 1 CPU isn't as hard to beat as playing the same team in pre-season, all of our games played against CPU-controlled teams are played in pre-season.

Computer Juice: x1DF10 to x1DF65

Location: tecmo hell

Hex Boost Order: Defensive Speed, Offensive Speed, Interception, Pass Control, Reception

Each level is decided by the team's Win/Loss Record with each win raising the level of juice. A team with 0 wins and 0 losses is the first set of numbers (also the preseason juice). A team with 1 win and 0 losses plays against the same juice as a team with 6 wins and 5 losses (the second set of numbers). Any team with 16 or more wins will play vs the final set of computer juice.

From what I could tell, the first set of numbers also affects some things like return speed for the MAN players and the like.

I have the same question for this info as in the defense bytes thread: does anyone know where the computer juice bytes are in the TSB3 rom, and if not, what's the best tactic for going about conducting a search?

Thanks.

AM Rush

+ Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!
After 8 f*cking years I actually have an all-time rom I can play... Yay



COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

Location: Cleveland

Posted March 6, 2007

Report post

Has anyone come up with a standard for every week? ?

+ Quote



COA mode player, since '93

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!



Denny

Veteran



Members

+ 4

439 posts

Posted March 11, 2007

Report post

✓ **snatches said:**

Unfortunately, I was disappointed to find out that the same effect does not occur when you play as COA vs. CPU. I played quite a few games in both Preseason and Season to see if there was a difference in the difficulty. I won some and lost some in both modes, leaving me wondering if there is any difference at all b/w the two play modes. More importantly, the way the CPU played was identical to the way they played before I set the initial "juice" variables to all 0F's.

I was really hoping there was a global way of juicing the CPU while playing as COA, but no dice.

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How much did you test this? Because I swear even in COA mode, the CPU boosts at the end of the season as well.

+ Quote



BigBen7

Starter



Members



157 posts

Location: Avoca, PA

Posted June 10, 2007

Report post

Theres a rom on the upload section for download that I made. Every week plays like week 17. Its the original rom with a few changes. Enjoy.

+ Quote



BO FB Offtackle Left

Tecmo Legend



Posted June 13, 2007

Report post

Do you find COA mode that easy that you want to juice the com? Since the play is totally random other than which play you run, I would think the com is hard enough if you use crappy teams. Especially if you keep the original playbook for your team.

+ Quote



Members

+ 253

3,135 posts

Location: New York

"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler

BigBen7

Starter



Members

+ 2

157 posts

Location: Avoca, PA

Posted June 14, 2007

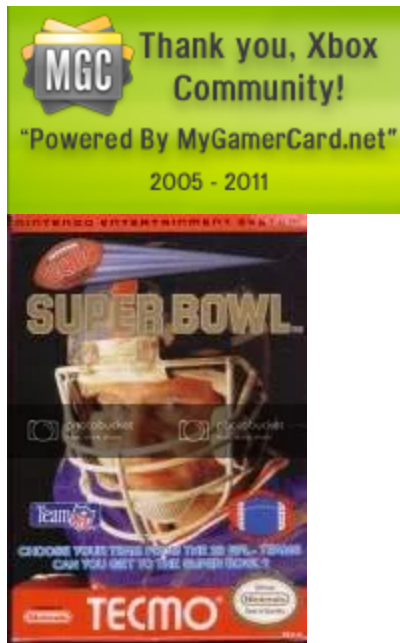
Report post

BO FB Offtackle Left said:

Do you find COA mode that easy that you want to juice the com? Since the play is totally random other than which play you run, I would think the com is hard enough if you use crappy teams. Especially if you keep the original playbook for your team.

COA mode I never ever used. I do agree that the COM is hard enough with use of crap teams. I just made it for the heck of it, I only played one full game so far on it. I think its cool but I'd rather stick with the original.

+ Quote



BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Posted July 8, 2007

Report post

that question was more directed at snatches or anyone else who likes playing coa against the cpu.

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



BigBen7

Starter



Members



157 posts

Location: Avoca, PA

Posted January 7, 2008

Report post

I just wanted to bring this back to life. 🙄 One question, is there a way to change the defensive reactions? Because even with the juice at 03, 04, 06, 09, 09, for all weeks, I noticed that in week1 just like before that the human receivers are all left wide open compared to like say around week 13 where they are covered most the time. Anyone know if there is somewhere in the hex to change how the CPU D reacts to run and pass? Thanks

+ Quote



BO FB Offtackle Left

Tecmo Legend



Members



253

3,135 posts

Location: New York

Posted January 24, 2008

Report post

BigBen7 said:

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Isn't this covered in the pass defense hacking thread?

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."



hankthetank

Gats Roommate



Members

+ 232

511 posts

Location: Yo moms bedroom

Tecmo Titles: 2018 Most Tournament Games Lost
Johnny Johnson is Trash

Posted April 25, 2013

Report post

Does the juice change for your playoff record if your at juice level 4 and win in the first round of the playoffs will you go to juice level 5 for the next round or is it all based on your regular season record?

+ Quote

The King of Tecmo-Hungry Hungry Hippos

~~Do you have 2 first Place Trophies from Tecmo Madison? If you said yes you are either Bontempo, Chet, or i'm talking to myself.~~

Trophies Given Back to Gats

Actual Tecmo Madison record 4-8

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted November 29, 2015

Report post

A few corrections to how this works.

The first byte in the 5 byte sequence not only boosts all defensive players top speed but ALSO BOOSTS their RS and RP as well.

The second byte DOES NOT boost all offensive players top speed but boosts the com players RS, RP, AND MS once the computer take control command is executed. Or basically when the com becomes a ball carrier after the predefined actions have been run.

See the code for the offensive player below. The offensive juice value for the current game is saved in \$6679 of SRAM



+ Quote

1

buck reacted to this

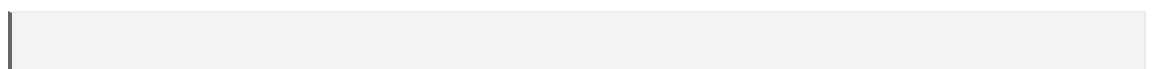
Tecmonster

rom producer



Posted January 3, 2017

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On 11/29/2015 at 1:36 AM, bruddog said:

The first byte in the 5 byte sequence not only boosts all defensive players top speed but ALSO BOOSTS their RS and RP as well.

The second byte DOES NOT boost all offensive players top speed but boosts the com players RS, RP, AND MS once the computer take control command is executed. Or basically when the com becomes a ball carrier after the predefined actions have been run.

So the COM's HP never receives a boost at any point in the season (that is, a MAN's record-induced boost)?

Seems like more MAN tackler vs. COM ballcarrier grapples are won by the COM as the season goes on.

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bruddog

Down with button mashing



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Probably because the drones get there faster to free them from the grapple.

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Location: Reno, NV

Posted January 3, 2017

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On 1/3/2017 at 9:55 AM, bruddog said:

Probably because the drones get there faster to free them from the grapple.

There's no doubt that's a factor in overall tackling success vs. the COM, but I'm referring to isolated tackler-only vs. ballcarrier-only encounters.

Also, it seems that when there's a simultaneous catch-and-grapple, that neither player's HP is factored into the equation -- winner is determined by luck and button presses. Bruddog, can you confirm?

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bruddog

Posted January 3, 2017

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Down with button mashing



The amount of button presses it takes to take down a com ball carrier never changes

Yes there is some subtle errors that occur sometimes on a dive catch and grapple that result in the normal man grapple routine not being triggered.



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